

Java 2nd Serve

Making a smooth transition from
Programming 1 to Programming 2

A new student needs to...

- know what is expected
- feel confident
- have a study plan
- be able to take small steps
- get feedback early
- have lots of teaching time
- enjoy their studies

Programming 1 has...

- an introductory lecture
- mentors to talk to
- clear tasks to do each week
- lots of small assessments
- marking in the tutorials
- 7 hours of contact time

Programming 2 students are ready for...

- independent learning
- determining your own study plan
- working out the steps required
- monitoring your own progress
- asking for advice when needed
- using class time wisely
- meeting a challenge
- having fun with programming

But you have not been abandoned!

Support available for Programming 2

Asking Question – Who to ask and where to look

- Lecture material discussion within the lecture.
- Tutorial questions discussed in your tutorial
- Lab exercises – assistance available in the lab
- Blackboard discussion areas – the main place to ask questions about course material – after you have looked for the answer in lecture notes, textbook, online material and FAQ
- Online material contains resources to further clarify the topics in this course
- Consultation time with the Head Tutor – when further clarification is needed
- Java Help Desk – general java help, not assignment problems
- Programming 1 mentors – someone to talk to about your programming, great for building confidence
- Personal problems, study issues can be discussed with a Teaching and Learning advisor

Learning Resources

- Textbook – Liang, Introduction to Java Programming 6thEd
 - same as Programming 1
- Lecture Notes – a copy of the lecture slides
- Blackboard – course documents include comprehensive additional materials for self study
 - tutorial exercises
 - lab exercises
 - additional questions for exam revision
- Assignments – assignment in three stages
 - reference materials, reference solutions
- Discussion Board

Lectures

You might be asking if it is worth going to the lecture as there is so much online material.

Lecture notes provide a basis for further discussion in the lectures, but should not be seen as the sole source for course related study.

Primary value of a lecture is that you hear from the course leader the key ideas, where focus should be placed and, using programming demonstrations, see what happens.

The Lecturer uses feedback from tutors to clarify areas causing difficulty and to provide hint and tips.

The Lecturer shows you where you will be going with your programming and motivates you to do your best work.

Assumed Knowledge from Programming 1

- object-oriented programming basics
- Java class components: constructors, methods, attributes
- inheritance and polymorphism
- "is-a" and "has-a" relationships
- visibility and behaviour modifiers
- array handling
- file input and output
- exceptions

How to succeed

- Practise programming
- Write your own code
- Talk about code
- Look at code with the aim to understand
- Understand the code you write, it is not just about getting it to work
- Practise, Practise, Practise

The Assignment

One project in three parts

- Design
- Implement the logic
- Implement the graphical user interface

Each section requires weeks of thinking and work, plan the steps, start early

Lab exercises feed directly into the assignment.

Understand what you do in a lab, and you will be able to complete that area of the assignment.